

Brethren: Skirmish Tabletop Wargame

2024 Errata

Hi all, from some post-release feedback I wanted to address the issues using this Errata. I will be creating another version of the book in the future which will include all amendments. Until then, this document will continue to grow to address any and all issues with the rules and any clarifications.

These amendments have now been made in the books going into 2025. This Errata is only relevant to books and PDF's purchased in 2024.

If there is anything else you aren't sure about that isn't covered in this document, please let me know by using the following email: brethrenwargame@gmail.com and I will address it as soon as I can and update this document.

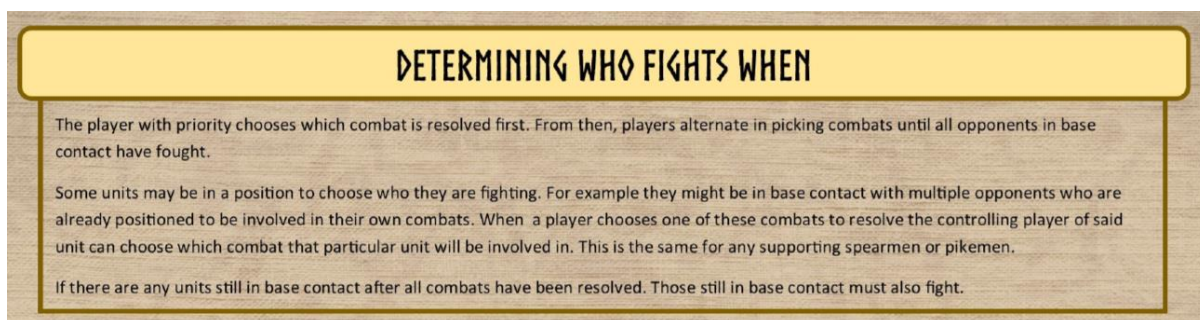
The Historical Rulebook:

Activation:

If a unit has been engaged by an opponent and it has unused action points, it is no longer able to activate. The exception to this is when reacting to a charge.

Determining Who Fights When:

Section added to combat section to show how fights and participants are chosen



Wounding:

Sentence missing from wounding section. "When rolling to wound, a wound roll of a 6 is always successful.

Morale *Clarification*:

If you've lost the least number of units throughout this turn, You select any enemy unit from within 6" of a friendly hero. If there are no eligible units within 6" of your hero or you have lost your last hero, you cannot force the enemy to make morale checks.

Using multiple 1 Handed Weapons *Clarification*:

If a unit is equipped with two 1 handed weapons it allows that unit to re-roll a single failed hit roll - this is found under the equipment section in the "second hand weapon" box.

Equipment – Swords *Reworded*:

Sword details have been reworded to reflect the difference between experienced and inexperienced troops.

Armies Of The Ancients Book:

Ballista:

Ballistae now cause -1 Enemy Defence on attacks.

Armies Of The Dark Ages Book:

Anglo-Saxon Huscarl Points Cost:

Incorrect Points Cost on points page. Huscarl should cost 20 Points.

Anglo-Saxon – Naked Fanatic:

Anglo-Saxon Points List incorrectly shows a Naked Fanatic. Please ignore this, this is an error.

Longbow Points:

This costs the same as the regular bow (5 Points) The point difference is accounted for on the Longbowman Profile.

Ballista:

Ballistae now cause -1 Enemy Defence on attacks.